Phase Segment			Action
Friend. High. HQ Event			**(NOT on 1st turn)** Draw action card [Friendly Higher HQ Events table]
Defensive Missions	**Enemy High. HQ Event**		**(NOT on 1st turn)** Draw an action card [Enemy Higher HQ Events Table]
	Enemy Activity Check		**1.** Place PC markers as indicated by the Mission Instructions. **2.** Check every enemy unit on the map for activity. [Enemy Activity Check Table OR specific rules (sniper/mortar/mines/spotter) except when action is mandated by another rule e.g. out-of-ammo.] (Random card order. Within a card; begin with pinned/LAT units, then good order, then leaders.) **3.** Check CS gas effect. (4.3.6.D)
Activation	**BN HQ Impulse**	Place marker on any activated vehicles	If BN HQ not on the map activate CO HQ. If on map, give max commands and expend on units (none saved).
	CO HQ Impulse		If activated draw action card; expend/save modified number of *activated* commands.
	PLT/HQ Staff		If activated draw action card; expend/save modified number of *activated* commands.
Initiative	**CO HQ Impulse**		If NOT activated draw action card; expend/save modified number of *initiative* commands.
	PLT HQ Impulse		If NOT activated, draw action card; expend/save modified number of *initiative* commands.
	CO Staff Impulse		If NOT activated, expend/save ONE *initiative* commands.
	General Impulse		Draw action card and give and expend (No save) **unmodified** number of *initiative* commands on any unit. (Halved number if combat patrol mission. Fraction rounded down.)
Offensive Missions/ Combat Patrols	**Enemy High. HQ Event**		**(Not on 1st turn)** If the Event is a Counterattack, change the posture for the Enemy for the following 3 turns to *Assault*. [Enemy Higher HQ Events Table]
	Enemy Activity Check		**1.** Check every enemy unit on the map for activity (except those affected by higher HQ event this turn). [Enemy Activity Check Table OR specific rules (sniper/mortar/mines/spotter) except when action is mandated by another rule e.g. out-of-ammo.] (Random card order. Within a card; begin with pinned/LAT units, then good order, then leaders.) **2.** If directed to replace enemy unit with PC marker, use same letter as at set up. If PC marker already present, just remove enemy unit. **3.** Check CS gas effect. (4.3.6.D)
Mutual Capture & Retreat Phase			**1.** Capture Paralyzed or Litter Team alone on a card with Infantry units with a VOF Rating from the other side. **2.** If a side does not take prisoners, convert captured Steps to casualties; otherwise, designate guards and remove guard and prisoner steps from play. (9.13) **3.** Retreat any non-Pinned/non-captured Paralyzed Team under a VOF marker one card to better cover and mark *Exposed*. **4.** Retreat any non-Pinned/non-captured Litter Team plus a Casualty under a VOF marker one card to better cover, and mark *Exposed*.
Mutual Vehicle-Aircraft Phase			**1.** Move and fire activated vehicles; if both sides have activated vehicles, alternate sides, starting (for Offensive Mission or Combat Patrols) with the US or (for Defensive Mission) with the enemy. **2.** Conduct vehicle combat. **3.** Adjust vehicle ammo counts. **4.** Flip each unit's *Activated* marker as it finishes.
Update Fire Missions			**1.** Remove existing *Incoming!* and *Air Strike* VOF markers. **2.** Flip *pending* markers. **3.** Adjust Current Activity marker. **4.** Adjust ammo count
Evaluate PC Markers			**1.** Draw action cards [contact table]. **2.** Adjust Current Activity marker. **3.** Determine enemy package(s) and placement [Mission Instructions]. **4.** Orient limited arc cover markers (5.2.3). **5.** Place VOF and PDF markers. **6.** Update Mission Log & ammo count
Combat			**1.** For Pinned Vehicle or Infantry units on card *without* a VOF marker - remove the Pinned markers. For each infantry unit on a card with a VOF marker: • Resolve flame attacks • Determine NCM and draw action card for result. If hit, draw card and determine outcome. • Adjust VOF, PDF, Pinned markers. **2.** If last/only unit step with phone/radio becomes a casualty check phone/radio loss (4.3.4) **3.** If *Incoming!* VOF, check phone line markers for cut (4.3.4). *Incoming!* or *Air Strike* VOF block LOS. **4.** Adjust vehicle & infantry ammo counts, mark/flip out-of-ammo units (6.8.2)
Clean Up			**1.** Remove Pyrotechnic, Illumination, Exposed, Moved/Fired, Concentrated Fire, Grenade, and Grenade Miss markers. Also unspotted, out-of-ammo enemy units. **2.** Evacuate casualties from Casualty Collection Points. **3.** If a Defensive Mission, remove any unresolved PC markers.